

AWARDING OF GAME FEATURES IN A GAMING MACHINE

ABSTRACT OF THE DISCLOSURE

5 A game played on a gaming machine, or any other suitable device, is described wherein a
player plays a base game, such as the random selection and display of symbols where
combinations of symbols across one or more paylines grant awards to a player. Upon a
triggering event, such as a certain outcome in the base game, special features are randomly
selected for application to the base game. The special features may include wild cards,
10 multipliers, and the number of game to which the special features apply. Any combination of
special features may be randomly selected in response to a triggering event. Many other features
are described.